

Dream Logic - An Exquisite Corpse Game

Requires one spinning top toy, at least two players, pencils, and notepaper.

Objective – This is a game about projecting failures, fears, and fantasies onto a character. Players take turns narrating that character's life and dreams. Before play, each player writes three personal failures, three terrible fears, and three weird fantasies.

Rounds – Each round is one day/night sequence in the character's life. A player spins the top before each turn, taking the brief spin time to prepare their piece of the story. Consider each previous turn when narrating. Repeat rounds until all players have projected their failures, fears, and fantasies onto the character.

Turn 1 – There are things the character failed to do before the day was over. One player narrates that day's failure and how the character copes with it.

Turn 2 – There are things the character fears more than anything in the world. One player narrates that night's nightmare and how the character beats back the fear.

Turn 3 – There are things the character desires more than anything in the world. One player narrates that night's fantasy and how the character plans to make it happen.